

DESERT FOX[®]



AVANTAGETM

Commodore 64

Remove any cartridges.

Turn on disk drive. Wait for the busy light to go off.
Turn on computer. Insert disk correctly. Close disk
drive door. Type LOAD "*", 8, 1 Then press return.

HOW TO WIN: Save All Depots.

HOW TO LOSE: Damage Gauge is full.

A Depot falls to the enemy.

MAP

Objective: To save Allies' depot before they are overrun by
Rommel's forces.

How to save your depots:

1. **Zoom.** Select Zoom icon and press fire button. When it turns
from red to green, move joystick. This will move black box on
map from depot to depot.

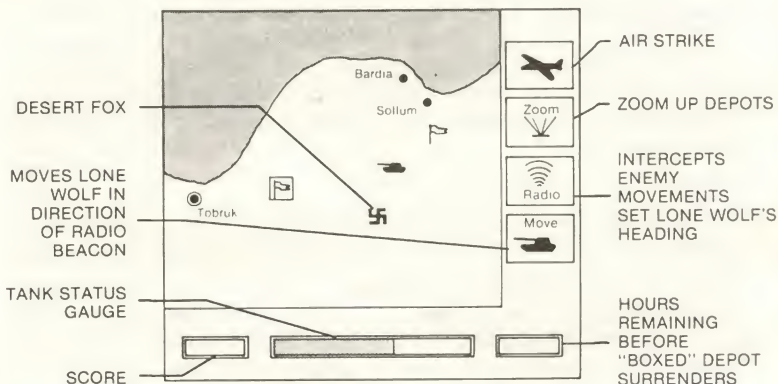
Allies' depots indicated by grey flags:

Saved depots turn blue.

Lost depots turn red.

With Zoom icon green, press fire button. Depot status will
zoom up to reveal number of tanks (red = enemy, blue =
Allies), fuel (oil drums) and supplies (tents). These supplies/
fuel will be used by Lone Wolf to repair and refuel his tank
(decrease damage gauge).

Number in lower right hand corner equals hours remaining
before depot will fall to the enemy.



2. **Radio.** Lone Wolf's heading is determined by selecting Radio Icon. When icon turns green, push joystick right or left to move radio beacon. Press fire button again to activate Lone Wolf's secret Enigma decoder. This special radio device intercepts Rommel's orders. The first word player hears indicates the type of enemy force, ie Stukas, Minefields, etc., directly ahead. Subsequent words indicate outlying enemy positions.

Through careful selection of the radio beacon heading, Lone Wolf can thread his way through enemy forces to rescue his besieged depots.

Strategy Tip: Listen for radio static. Static indicates no enemy forces in the immediate area. Avoid confrontation whenever possible and head for the wide open spaces. (N.B. The shortest distance between two points is not always a straight line).

3. **Air Strike.** When a depot is in danger of being wiped out (their status should be checked throughout the game) and Lone Wolf is too far away for a rescue mission, call in a Spitfire airstrike to buy time. Highlight the Air Strike Icon in green (again using firebutton). When arrow appears at a depot, move joystick until the correct depot has been selected. Press firebutton and Air Strike will begin. If player chooses not to send in an Air Strike, simply cycle arrow through all depots and Air Strike icon will automatically turn red again.

Note: It takes time for your Air Strike to reach its destination. Lone Wolf has only one Air Strike per game.

4. **Swastika.** Indicates location of Rommel who pursues Lone Wolf around the map. Once the Desert Fox is within range, it's a duel to the death between Lone Wolf and Desert Fox. It takes eight hits to make Rommel surrender. Should you be so lucky as to do this, 8000 points will be awarded and one depot will be saved.

5. **Score.** Accumulated score to date.

6. **Tank Status Gauge.** Indicates total accumulated damage to Lone Wolf's Turbo Sherman. When gauge flashes yellow, Lone Wolf is in serious trouble.

Strategy Tip: To reduce damage, get to minefield and blow up mines. Save convoys to increase depot supplies.

Warning: Avoid the Desert Fox unless damage is low.

7. Surrender Time: Indicates hours remaining before depot that has *last been zoomed*.

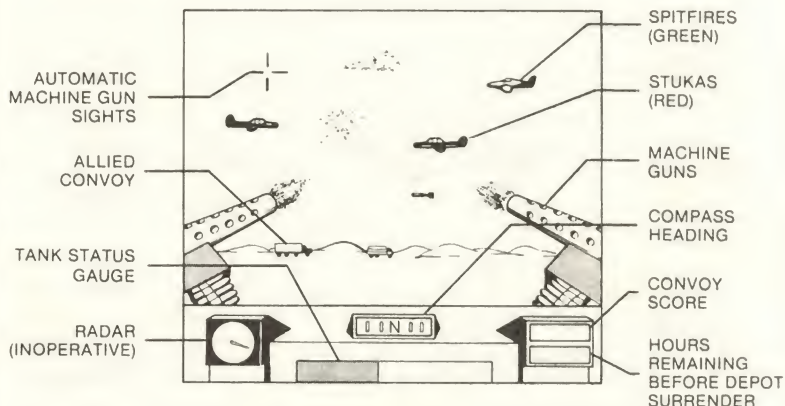
CONVOY

Objective: To protect Allied convoy by shooting down enemy Stukas.

Joystick: Left/right to fire machine guns. Firebutton inactive.

Sights line up aircraft automatically.

Score 100 points for blasting each Stuka (Red). Be careful! Enemy aircraft are being hotly pursued by Allied Spitfires (Green) and for each Spit accidentally shot down, player loses 300 points.



The convoy will be saved if player's convoy score is high enough. Required scores are:

- 5000** Challenger
- 5200** Crusader
- 5400** Strategy
- 5600** Master
- 5800** Grandmaster

When a convoy is saved, the currently selected depot is given a tank, one supply tent and one fuel barrel. This buys the depot more time against the enemy and the added supplies will reduce the player's damage when that depot is saved.

TIGER TANK

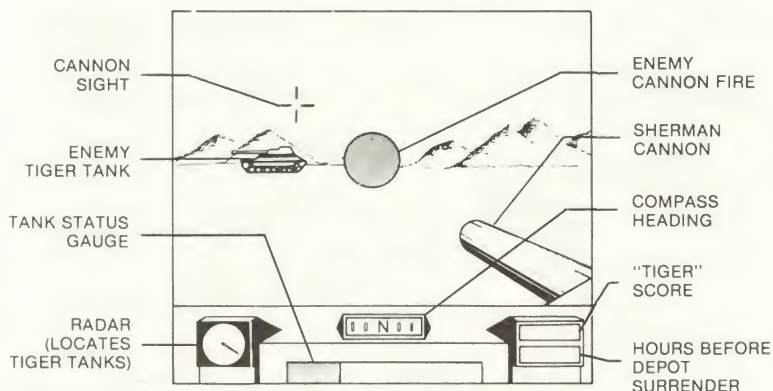
Objective: To destroy enemy Tiger tanks enroute to depot.

Joystick: Push left/right to line up enemy tanks. You can 'steer' cannon fire into enemy tanks.

Radar pinpoints location of Tiger tanks — push left or right to get enemy tank in front of you in order to squeeze off shots.

Lone Wolf must destroy five tanks in order to score 5000 points and advance to the next challenge.

The warning sound indicates the enemy tank has fired at the Lone Wolf.



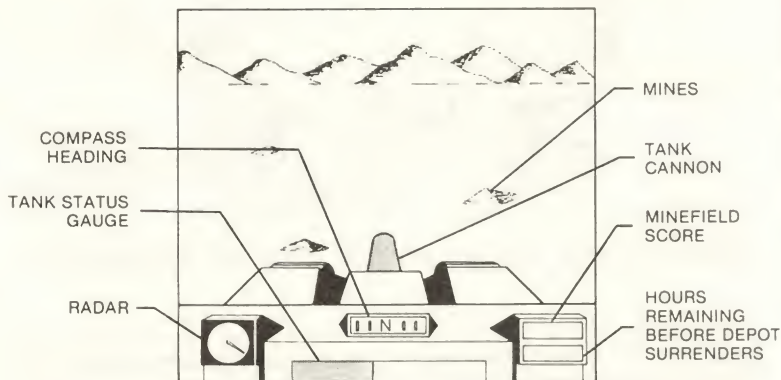
Strategy Tips: Lone Wolf can shoot out enemy shots before they reach his Sherman. When enemy fires, quickly turn left or right to avoid his shot, then turn back and fire at Tiger. There is a firing delay as Lone Wolf's cannon reloads.

MINEFIELD

Objective: To successfully steer through a lethal minefield in as short a time as possible while sustaining minimum damage.

Joystick: Push left and right to get 'slalom' action between and over mines. Push forward to speed up when tank gets bogged down in sand. Pull back on joystick to slow down. Press firebutton to blow up mines directly in front of cannon.

N.B. Lone Wolf must CENTRE the blue compass heading. If Lone Wolf goes off course he risks damage from mines but more importantly, valuable time is wasted.



On hitting a mine, the Lone Wolf's tank will become stuck in the sand, and time speeds up to indicate time spent in digging the tank out. To avoid wasting time in the minefield, get moving as soon as you see your tank treads getting covered in sand!!!

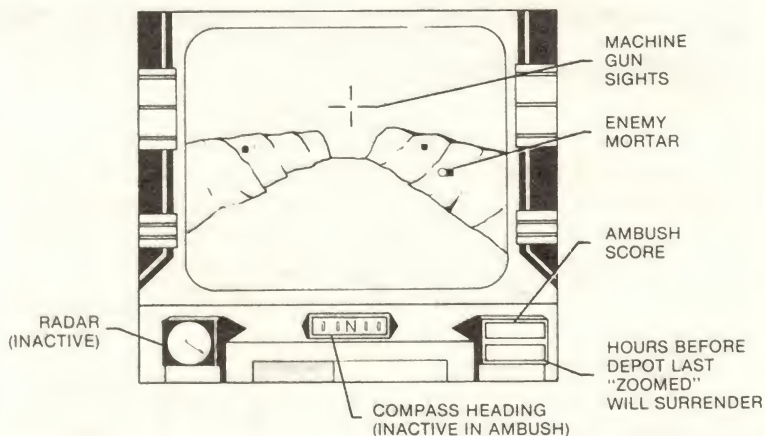
Strategy Tip: Whenever Lone Wolf has sustained high damage levels, find a minefield and carefully shoot out several mines. This will decrease Lone Wolf's damage reading.

AMBUSH

Objective: To get through the canyon ambush with as little damage as possible.

Joystick: Push in any direction to line up sights on enemy mortar. Hold firebutton down to spray machine gun fire at mortar.

Strategy Tips: Keep firing at centre screen area, near end of canyon. Once a mortar has moved past that area it's not worth 'leading' them for a last shot.



Also, avoid Enemy Ambush at night. Mortar are very difficult to spot.

STUKA

Objective: To shoot down enemy Stuka divebombers before they destroy Lone Wolf.

Joystick: Push up = Cannon sights up.

Push down = Cannon sights down.

Left/right = Left/right.

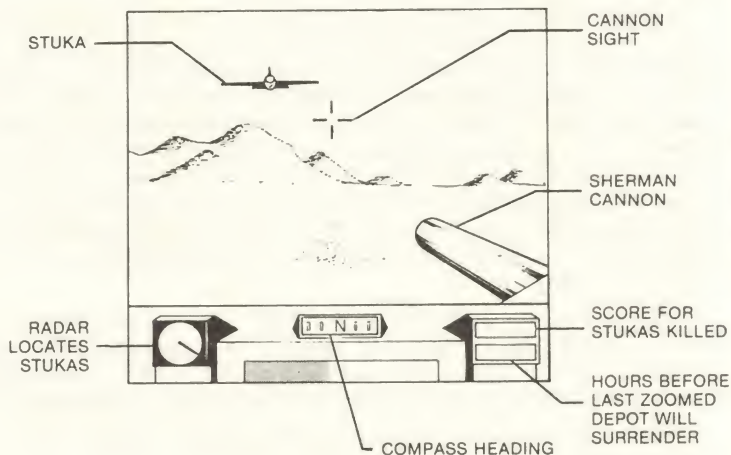
Radar locates Stuka similar to function of radar scope in Tiger sequence. The Lone Wolf takes damage whenever the Stuka planes fire upon him (machine gun sound).

Lone Wolf must score 5000 points (five Stukas) in order to complete this section.

N.B. Cannon takes TIME to be selective on shots. 'Lead' the Stukas with cannon sight and blast them before they have an opportunity to cause damage.

Like the tiger sequence, Lone Wolf can 'turn' his shots into enemy targets.

Strategy Tip: After Stuka has strafed Lone Wolf, swing turret around and squeeze off cannon shots at Stuka flying away — they're more vulnerable then.



N.B. Each campaign lasts at least 24 hours, which means there are day, dusk, night and dawn sequences. Rommel's forces are difficult to locate during night and dusk sequences (especially Stuka and Minefield) so avoid those situations.

Sound adjustment:

Press F1 key for sound adjustment instructions when the menu screen is displayed. Move joystick up or down for several seconds to get maximum sound response from your particular C64. Press the firebutton to lock in preferred sound.

THE NORTH AFRICAN CAMPAIGN

Military activity began in North Africa in the autumn of 1940, when poorly-trained and armed Italian troops made a series of tentative advances into British-held Egypt. At first, the Germans had no intention of becoming involved in the conflict. But after a ramshackle British force of 31,000 men repulsed the Italian advances (and took 38,000 prisoners) the Nazi hierarchy became aware of the importance of propping up their Italian ally. By February 1941 the British had moved 500 miles into Italian-controlled Libya and had more than 130,000 Italian prisoners. At the same time the British sank three Italian battleships and two cruisers in Italy.

Reluctantly, the Germans were forced to intervene. With Mussolini's African 'Empire' in tatters, the Italian dictator had little choice but to allow Hitler to bail him out. Hitler's choice as commander of the newly-formed "Afrika Korps": Erwin Rommel.

With Hitler's mind focused upon his pending invasion of Russia, only a meagre allotment of troops and weapons could be spared. Rommel's Afrika Korps consisted of one light mechanized division and one panzer division, bolstered by a few Italian divisions of dubious quality. Yet three weeks after his arrival in February 1941, Rommel began an offensive, surprising the British and sending them reeling back across the desert. Making the best use of few resources, Rommel chased the British back into Egypt, their original starting point. Personally spearheading many of his offensives, Rommel drove his troops and his Italian allies fiercely upon the British. By June 1941 advance German troops were already fighting in Egypt. At the same time he attacked the British stronghold of Tobruk, which the British had captured from the Italians in late 1940.

After a series of savage battles lasting into 1942, Rommel's advance was finally slowed by the British. But in January, he resumed the offensive. In May, he once again had the British retreating to the Egyptian border. At the same time he finally took Tobruk (which had held out for nine months in 1941), and by the end of June he was at El Alamein, 65 miles from the important Egyptian port of Alexandria.

In late August, Rommel resumed his offensive, intending to finish off the British 8th Army at El Alamein. The British, who had held firm at El Alamein in July under General Claude Auchinleck, were now led by General Bernard Montgomery, who quickly

became Rommel's nemesis. After fierce fighting, Rommel was forced to abandon his offensive and take a defensive position. He then returned to Germany to be treated for a liver ailment.

In October Hitler ordered him to return to Africa. Montgomery, heavily reinforced with new Anglo-American supplies (including the new American Sherman tank), finally broke the stiff German resistance and took the offensive. Hitler radioed Rommel to stand firm and although Rommel disagreed with the command, he managed to hold his lines for a few days until the situation on the ground left retreat as the only viable alternative. By the end of November, Rommel's badly battered force of Germans and Italians was right back where it had started in early 1941. In February 1943, Rommel made one more big offensive to oust the Allies in Tunisia, but the British now had too many tanks, planes and men, and with the Anglo-U.S. invasion of West Africa in November 1942, Rommel was surrounded.

By March he left Africa for good, and Axis forces soon surrendered to the Allies in Tunisia. The North African campaign was over.

FOOTNOTES TO THE NORTH AFRICAN CAMPAIGN

One factor that continuously hampered Rommel's efforts in North Africa was Hitler's failure to appreciate the strategic importance of the North African campaign. This gap in Hitler's strategic thinking (a former foot soldier, Hitler always understood tactics much better than strategy) led to an underestimation of the importance of the campaign and a chronic shortage of military hardware and troops. The British, on the other hand, understood that control of Egypt and the Middle East was crucial for the war effort: Middle-Eastern oil powered the mechanized armies of the war, and without it Britain's war effort would have been over within months. Also, the British understood that losing North Africa would critically hamper their control of the Mediterranean Sea, vital both to their home defence and prestige.

Rommel and other German generals knew this too. They continually urged Hitler to send troops and supplies on a massive scale to force the British out of Egypt. German general staff came up with an ambitious plan, codenamed 'Orient', to link up Rommel's Afrika Korps with German troops battling in southern Russia. Both Rommel's defeat at El Alamein and the German

disaster at Stalingrad ended any possibility of Orient ever becoming a reality.

Rommel agreed with his fellow generals about the need to drive the British out of Egypt, but he quarrelled with them about almost everything else. His most consistent opponent on the general staff was Luftwaffe Field Marshall Alfred Kesselring, with whom he was to clash again later over the German defence of Italy. Yet even Kesselring said of Rommel: 'It was a joy to watch Rommel's amazingly expert technique in directing a desert command.'

Some of the animosity between Kesselring and Rommel stemmed from their respective feelings about their Italian allies.

Kesselring was an Italophile, who did all he could to keep military relations between the Germans and Italians as smooth as possible. By contrast, Rommel was contemptuous of the Italian military, partly because he thought its commanders incompetent (which they often were), and because of his experiences fighting the Italians in World War I.

But despite his low opinion of the Italians, the common Italian soldier serving under Rommel in North Africa was in awe of the man. Although Rommel was demanding on his Italian troops, he was just as demanding upon himself. The Italians rarely saw their portly Italian generals on the battlefield, whereas Rommel led his troops himself.

Although Rommel, the British, and nearly everyone else during the war were contemptuous of the Italian military force, some troops did fight at least reasonably well. The best Italian troops were the artillery. Even though they entered battles with the disadvantage of inferior tanks and armaments, they did take some of the burden off the Afrika Korps and often were a serious threat to the British infantry. The Italians fought reasonably well at a distance, but tended to collapse completely if their opponents got too close. One area where the Italians actually outperformed the Germans was in night-time paratroop work. The Folgore Parachute Division was particularly well-known.

One British commander whose efforts in North Africa have been largely ignored is General Claude Auchinleck. Entering the North African theatre after the removal of the first British commander, General Archibald Wavell, Auchinleck learned all about desert warfare through cruel experience with novice troops

against Rommel. By July 1942 he was able to stop the Desert Fox's first offensive at El Alamein. A month later he was replaced by General Bernard Montgomery, who was in command for the second, decisive battle at El Alamein and subsequently received all the credit for a battle plan conceived by Auchinleck.

Two Final Footnotes:

** The Anglo-American invasion of West Africa in November 1942 ended once and for all Rommel's hopes of conquering the British in North Africa. But whereas Hitler had been reluctant to send reinforcements in 1941 and 1942, when a few troops might have made all the difference, he poured in good supplies after bad trying to save Rommel's position in Tunisia after the Anglo-U.S. invasion. Thousands of German troops were captured by the Allies in Tunisia.*

*** Ironically, one of these captured POW'S, Georg Gaertner, shipped back to a POW camp in New Mexico, escaped in 1945, a few months before the war ended. He finally surrendered to U.S. authorities 40 years later, in September 1985. He was the last escaped German POW to surrender in America.*

SOME KEY WEAPONS IN THE NORTH AFRICA CAMPAIGN

JUNKER 87

(Stuka Dive Bomber)

Because of the peculiar organization of the German Armed Forces under the Nazis, the German air arm (Luftwaffe) was dedicated in large part to the provision of tactical air support for the army. Fighter planes and bombers were important, but the ground forces themselves, using new armoured divisions that struck extremely quickly, needed the support of 'flying artillery' for close support once they had outrun their own artillery support on the ground. The result was the JU-87, nicknamed the Stuka, which terrorized enemies in Poland and the West, by dive-bombing enemy positions with exceptional accuracy. The theory behind the Stuka was that a sturdy plane, its dive speed held steady by special airbrakes, could drop one large bomb with pinpoint accuracy by approaching almost vertically, dropping its bomb just before pulling out of the dive.

By 1942 the structural flaws of the Stuka were exploited by the British: as an aircraft it was slow and difficult to manoeuvre, and

it lacked the characteristics to enable it to survive against fighter planes like the Spitfire. In North Africa it was used mainly for low-level ground attack on enemy vehicles and strongpoints.

SPITFIRE

At the start of World War II, the Hurricane and the Spitfire were the mainstays of the Royal Air Force (RAF). Of these, the Spitfire was more advanced and modern. It was produced right to the end of World War II, when the development of jet aircraft finally rendered it obsolete. The Spitfire acquired near-legend status, partly because of its extraordinary lines of design, and because of its ability to remain consistently in the forefront of fighter plane technology — that because of the basic airframe's ability to take ever-more powerful engines and operational equipment without affecting the handling of the aircraft.

The Spitfire was used mainly as a dogfighter, although it was also successful as a reconnaissance aircraft and fighter-bomber. But its reputation was made as a fighter, and the fact that it could be constantly updated allowed the Spitfire to take on and beat any plane the Germans sent up to the sky against it. As part of the Desert Air Force (DAF) the Spitfire shot down Stukas and worked in close co-operation with ground forces.

TIGER TANK **(German)**

For some time considered the best tank in the world, the German Tiger saw action in North Africa and was the only German tank capable of standing up to the U.S.-made Sherman tank. It was developed to take on heavier British, French and Russian tanks. The Tiger was equipped with the famous German 88-mm cannon (see below); it was also the first tank in the world to have overlapping wheels. Although 1,350 Tigers were produced by the Germans during the war, few were in use before the German defeat at El Alamein in September 1942.

SHERMAN TANK **(British)**

Many military experts believe the overwhelming victory of the allies in France in 1944-45 would not have been possible without the Sherman tank. But even before D-Day, the Sherman had distinguished itself in North Africa as the first Allied tank able to compete head-on with German tanks like the Mark III and Mark IV, and later, the Tiger. By far the widest-used tank during the

war, by 1945 the U.S. had produced more than 48,000 Shermans. In North Africa, the introduction of the Sherman was partially responsible for the turnaround of the Allies at El Alamein.

Among its advantages was its mobile turret, which enabled it to hit much faster than other tanks. Also, its service organization was unique for its time, and the range of its guns was far greater than other Allied tanks. But the Sherman was best-known, perhaps, for its steady reliability in the breakdown-plagued North African desert.

THE GERMAN 88 ANTI-TANK GUN

Originally developed as an anti-aircraft gun, the "88" became the most famous German artillery weapon in World War II. It was highly successful in every theatre of war where it was deployed, particularly on the Russian front. Among its special features were an electric firing mechanism, and a range of up to 3,500 metres (more than two miles). When it was coupled with a half-tracked tractor, it could be brought into action extremely quickly. Because it was half the height of regular anti-aircraft guns, it was easier to conceal. This made the 88 a particularly effective weapon in the wide-open desert of North Africa.

ERWIN ROMMEL — THE DESERT FOX

He led his troops with incredible speed across the bleak North African desert. Both his awed Italian allies and dazed British adversaries had never encountered such a German general before. 'I sniff through the country like a fox,' he would say, fully aware of his animal-like stealth and intuition. The nickname stuck. Erwin Rommel would go down in history to allies and enemies alike as 'The Desert Fox.'

Rommel was born on November 15, 1891 in the town of Heidenheim, Germany. Both his parents were schoolmasters, but the young Rommel had little patience for academic life. At the age of 19, he abruptly decided to join the army as a cadet officer. Rommel's first few years in the army passed uneventfully, but the outbreak of the First World War gave him the chance to demonstrate his most powerful asset — leadership.

Like his future supreme commander, Adolf Hitler, Rommel earned the award of Iron Cross, second class, for bravery as a platoon leader in 1914. One year later, promoted to company commander in France, he earned the Iron Cross, first class. Transferred to the Rumanian front in 1916, Rommel found it

easier to mix and relax with the rank-and-file than with his fellow officers, a trait that stayed throughout his career and earned him the respect and loyalty of his troops. At the same time, however, he offended the powerful German officer class, which regarded him as uncouth and uncomradely.

At the end of World War I, Rommel's obvious leadership qualities were overlooked in the selection of young officers for the now-emaciated German army's general staff. For the next 17 years he rose slowly through the ranks, but a chance encounter in 1935 with Nazi propaganda minister Josef Goebbels led to a meteoric rise through the army hierarchy.

Although Rommel was never a Nazi, Goebbels saw him as a prototype of the young Germanic hero he needed to change the German public's opinion of the army. With Goebbels quietly supporting him, Rommel became part of Hitler's personal escort at a 1936 Nazi rally in Nuremberg, then commanded Hitler's escort into the Sudetenland in 1938 (after the Munich agreement ceded that part of Czechoslovakia to Germany). One year later, he repeated the same task as Hitler took over the remnant of that unhappy country.

After the German conquest of Poland, Rommel was asked by Hitler what he would like to do next. Having seen first-hand the power of mechanized forces in Poland, Rommel requested the command of a tank (panzer) division. By February 1940 he was commander of the newly-formed 7th Panzer Division.

With only three months training and preparation, Rommel's tanks raced through Belgium into France in May and June, encountering stiff resistance only outside the French city of Arras. By the time the French surrendered on June 22, Rommel's tanks had captured the port city of Cherbourg. In six short weeks, at a cost of less than 2,500 men dead or wounded and 42 tanks, Rommel's division had taken 97,000 prisoners, and captured more than 450 tanks and 4,000 trucks. In the process, he had become one of the best-known fighting men in all Germany.

When Hitler decided to send German troops to help his faltering Italian allies in North Africa, Rommel was his first choice. Arriving in mid-February 1941, Rommel (against the advice of other German generals and the Italians) began an offensive against the British only three weeks later. For the next 15 months Rommel confused the British and pushed them clear across the desert. Only the U.S. entry into the war and massive superiority of allied

man-and-airpower eventually overpowered him. (See North Africa campaign).

Following the German collapse in North Africa in March 1942, Rommel was in poor health and without a command. For the next 10 months he fought a losing battle within the general staff over the defence of Italy. Finally, in December, he was named commander of an army group in France, set up to combat the expected Anglo-American invasion. His presence immediately bolstered the sagging morale of his troops, but this was not enough in the face of the massive superiority in men and arms of the Allies. When the invasion finally began on June 6, 1944, only a fraction of the measures Rommel had urged were in place. After vainly expending his characteristic energy in repelling the Allied invasion, Rommel furthered his tentative links with conspirators in the army bent on assassinating Hitler. On July 17, three days before the assassination attempt, Rommel's staff car was shot up by low-flying Allied fighter planes, leaving him so critically wounded that he was not expected to survive the next day. His cheekbones, skull and temples were fractured, and full of shell fragments. Nevertheless he recovered quickly enough to be sent home by August 8.

Following the failed assassination attempt, a delirious general blurted out Rommel's name to his Gestapo interrogators. The information was brought to Hitler, who ordered Rommel's death. On October 14, two generals drove to Rommel's home. They offered him the chance to kill himself with poison, with the promise of a state funeral and no reprisals against his family. If he refused, he would be dragged before the people's court and hung. Rommel wrote a good-bye note to his wife, took the poison, and died within minutes. He was buried with full military honours in Berlin a few days later.

Copyright

Copyright© 1986 by Accolade. All rights reserved. No part of this publication may be reproduced, transcribed, copied, translated or reduced to any electronic medium or machine readable form without prior written permission of Accolade, 20813 Stevens Creek Blvd., Cupertino, California 95014.

Disclaimer

Accolade makes no representations or warranties with respect to this publication or its contents and specifically disclaims any implied warranties of merchantability or fitness for any particular purpose. In addition, Accolade reserves the right to revise this publication and to make changes from time to time in its contents without obligation of Accolade to notify any person of such revisions or changes.

Trademarks

Desert Fox™ is a trademark of Sydney Development Corp.
Commodore is a trademark of Commodore Computers, Inc.

Backups

We understand your concerns about disk damage or failure. Because of this, each registered owner of Desert Fox™ may purchase one backup copy for \$5.00. Send your money with your registration card. Checks should be made out to Accolade Software. This copy is for backup purposes only and is not for resale. Your backup disk is covered by our limited warranty on disk media described in the back of this manual.

Limited Warranty for Disk Media

Accolade warrants to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in materials and workmanship for ninety days from the date of purchase. Defective media that has not been subjected to misuse, excessive wear, or damage due to carelessness and that is returned during that ninety day period will be replaced without charge.

Following the initial ninety day warranty period, defective media will be replaced for a replacement fee of \$5.00.

The defective media should be returned to:

AVANTAGE

20813 Stevens Creek Blvd.,
Cupertino, CA 95014

Software Copyright

The enclosed software program is copyrighted. It is against the law to copy any portion of the software on disk, cassette tape or another medium for any purpose other than personal convenience. It is against the law to give away or resell copies of any part of this software. Any unauthorized distribution of this product deprives Sydney Development Corp. and their authors of their deserved profits and royalties. Sydney Development Corp. will seek full legal recourse against violators.